

***Recalling and playing
sequences***

MR-01-0188

Recalling sequences

A sequence is a set of events, each occurring at a precise moment in time.

Sequences are stored on disk in special storage areas called sequence files. When you want to play a sequence, you recall it to the Memory Recorder.

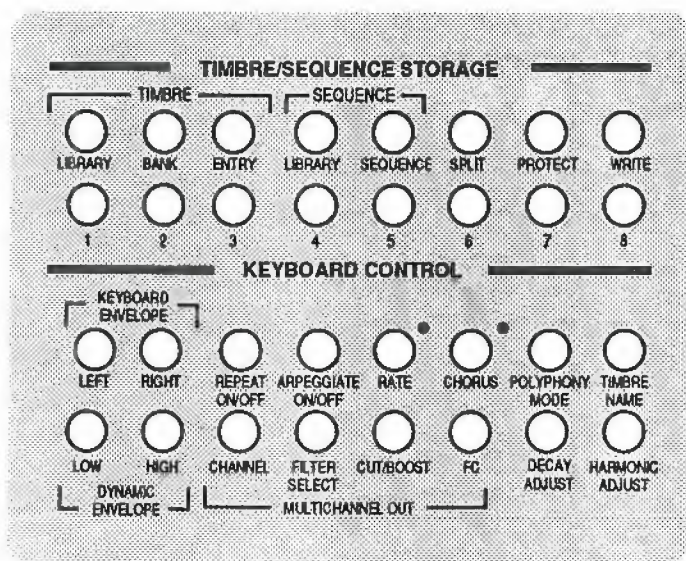
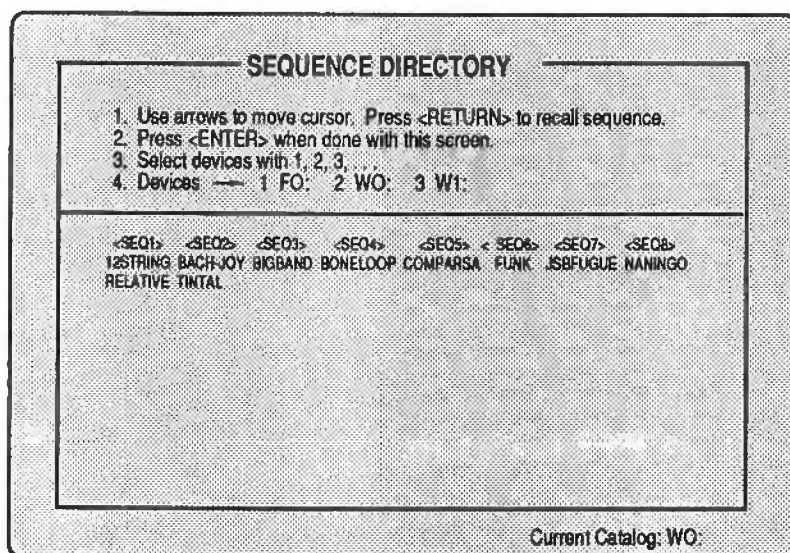
Sequence files

Sequence files are found on your Winchester in the top-level catalog. They can also be stored in subcatalogs on the Winchester or on floppy disks. Each disk or Winchester subcatalog can contain up to eight numbered sequences and a single timbre file, plus named sequences and other files related to a recording or composition.

When you first start the system, the current catalog is the top-level catalog of the Winchester; that is, the catalog of the Winchester that is accessed when you first load your system. This catalog contains 8 sequence files which may or may not contain pre-recorded sequences. It also contains a timbre file containing up to 64 preset timbres. For a complete discussion on creating and using catalogs and subcatalogs as well as using floppy disks, see the manual *Organizing and Storing Sounds*.

You can recall a sequence to the keyboard

- from the keyboard, using the fourth button panel;
- from the terminal, using the Sequence Directory.



Fourth button panel

Recalling sequences (con't)

Using the Sequence Directory

You select the Sequence Directory from the Welcome Menu or Main Menu by typing the letter displayed next to it.

If you have just loaded the system, the Sequence Directory shows the sequences available from the top-level catalog of the Winchester.

Across the top of the screen is a set of general instructions used with the Sequence Directory. Below these is a list of storage devices attached to the system. Sequence files may be stored on any of these devices.

The eight sequence files designated <seq #1> through <seq #8> correspond to the eight numbered buttons under **timbre/sequence storage** on the keyboard unit button panel. They contain instructional sequences and can be recalled from either the Sequence Directory or the keyboard button panel.

Named sequences such as "Relative" and "Boneloop" can only be recalled from the Sequence Directory.

Recalling a sequence from the current catalog

1. Select the Sequence Directory from the Welcome Menu or the Main Menu.
2. Use the arrow keys to move the cursor to the desired sequence.
3. Press <return>.

The selected sequence is recalled to the Memory Recorder. The message

[NUMBER] NOTES LEFT

appears in the keyboard display window.

If any of the track timbres of the sequence contain sound files, the display window shows a series of messages

LOADING SOUND FILE
(SOUND FILE NAME)

4. Press the **start** button on the keyboard button panel.

The sequence begins to play.

Recalling sequences (con't)

Recalling a sequence from a floppy disk

1. Select the Sequence Directory from the Welcome Menu or the Main Menu.

A list of available storage devices is displayed near the top of the screen. W0: and W1: are the first and second Winchester drives attached to your system; F0: and F1: are the first and second floppy drives.

2. Insert the disk with the desired sequence in the floppy drive.
3. Select the desired device by typing the number displayed next to it.

The library buttons on the keyboard button panel light. The list of sequences changes to reflect the sequences available from the selected device.

If the inserted floppy disk has no sequence files on it, an error message appears on the terminal.

4. Use the arrow keys to move the cursor to the desired sequence.
5. Press <return>.

The selected sequence is recalled to the Memory Recorder and the display window shows

[NUMBER] NOTES LEFT

6. Press the **start** button on the keyboard button panel.

The sequence begins to play.

Recalling sequences using the button panel

You can recall any numbered sequence to the Memory Recorder using the control panel buttons on the keyboard.

To recall a sequence from the current catalog:

1. Press **sequence**.

The **sequence** button lights.

2. Press a numbered button.

The button lights. The display window shows

[number] NOTES LEFT

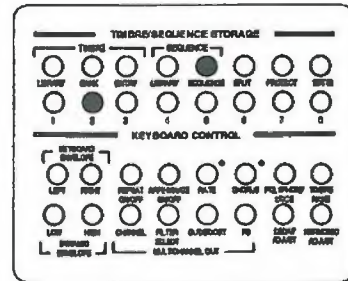
A copy of the numbered sequence corresponding to the numbered button is loaded into memory from the current device and placed in the Memory Recorder. It begins playing when you press start.

To recall a sequence from a floppy disk:

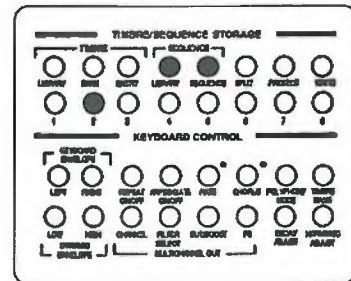
1. Place the disk containing the desired sequence file into floppy drive 0.
2. Press both the **library** and **sequence** buttons under **sequence** and hold them down.
3. Press a numbered button.

The **library** button remains lit until the sequence is loaded into memory. The display window shows

[number] NOTES LEFT



*sequence,
numbered button
panel 4*



*library, sequence
numbered button
panel 4*

Recalling sequences (con't)

Sequence recall error messages

There may be times when the sequence is not successfully loaded into memory. One of the following error messages will tell you what is wrong.

SEQUENCE FILE IS EMPTY	You have selected a sequence that has no sequence recorded in it.
NOT ENOUGH ROOM FOR NEW TIMBRE	The sequence has been created in a system with a larger amount of memory than your system. There are more notes in the sequence than your Memory Recorder allows.
DATA/SOUND FILE IS MISSING	<p>(1) There is no sequence file that corresponds to the numbered button you have pressed on the button panel.</p> <p>(2) The sequence you have recalled uses sound file timbres* and one or more of the necessary sound files cannot be located anywhere on your Winchester or on the floppy disk.</p> <p>If the error message indicates the latter problem, you can still play the sequence. However, any track that uses a timbre with one of the missing sound files does not sound.</p>

* A sound file timbre is a timbre which may include sampled sounds as well as synthesized sounds. The actual sound files are stored in separate files. In order to play the sequence, each sound file must be loaded into polyphonic sampling memory.

Loading missing sound files

If the missing sound files are stored on tape, you have to load them onto the Winchester from the Monitor module. (See the manual *Organizing and Storing Sounds* for instructions.) Once they are stored on the Winchester, you return to the Real-Time Performance module and recall the sequence again.

The Missing Sound File Display lists all the sound files associated with the current sequence that cannot be located anywhere on your Winchester or on the disk in floppy drive 0.

If the missing sound files are stored on floppy disks, you can load them into polyphonic sampling memory from the Missing Sound File Display.

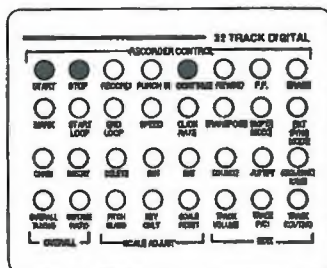
1. Recall the Missing Sound File Display from the Main Menu.
2. Insert the floppy disk containing any missing sound files into the F0 drive.
3. Press <return>.

The sound file(s) from that disk begin loading. When loading is complete, all files loaded disappear from the list.

4. Repeat steps 2 and 3 until all missing files have been loaded and the bottom part of the screen is blank.
5. Press <enter> to return to the Main Menu.

Playing sequences

The buttons used in playback control the movement of the song position pointer, which is the current click number and the current position of the Memory Recorder.



start, stop, continue
panel 2

Starting and stopping

You play back a sequence using the **start** or **continue** buttons; you stop the playback using the **stop** button. You can press the **start** button while a sequence is stopped or while it is playing.

- Press **start** once to start playing from the first beat of the sequence (including any count-off measures).
- Press **start** twice to start a sequence playing from the first recorded sound.
- Press **continue** to start a sequence from wherever you last stopped it (the present song position pointer position).
- Press **stop** to stop a sequence.

Fast forward and rewind

You use the f.f. and rewind buttons to move quickly forward or backward through a sequence. These functions are similar to those on a tape recorder. Press f.f. to move forward through the sequence and rewind to move backward. The sound is audible but muted in either case.

The speed of the rewind/fast forward functions is a fixed rate with three fast speeds available: two, eight and 32 times normal speed.

- Press **rewind** or **f.f.** once for twice normal speed.
- Press **rewind** or **f.f.** twice for 8 times normal speed.
- Press **rewind** or **f.f.** three times for 32 times normal speed.

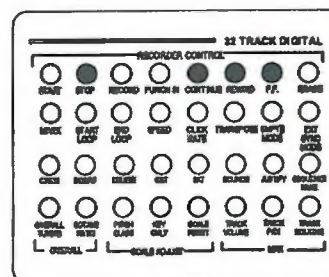
When moving forward or backward at speeds greater than twice normal speed, the movement can be slowed by pressing the opposite button. For example, pressing **rewind** while moving forward at 32 times normal speed causes the forward movement to drop to 8 times normal speed.

To resume normal playback

- Press **continue**.

To stop the movement

- Press the **stop** button.



*stop, continue,
f.f., rewind
panel 2*

Playing sequences (con't)

Soloing tracks

To "solo" means to isolate one or more tracks from the overall group of tracks. Soloed tracks can be listened to individually or in any combination.

To solo a track

- Press a numbered button under **track select**.

The button blinks, and you hear only that track when you press start.

If, after soloing a track, you press another numbered button to solo a different track, the previously soloed track button changes from blinking (soloed) to lit. All tracks with lit or blinking buttons are soloed.

To "unsolo" a track.

- Press the **track select** button when it's lit or blinking.

The **track select** button goes out, and you no longer hear the track.

- When all track select lights are not lit, all tracks are heard when the sequence is played.
- When any or several track select buttons are lit or blinking, only the tracks with lit or blinking buttons are heard.
- To “unsolo” a track, press the track select button so that it is unlit.